



**Department of Art Education**  
University of Education, Winneba  
**Second Semester Course Outline**  
2008/2009 Academic Year

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## GRD 126 – COMPUTER GENERATED GRAPHIC DESIGN I (3 CREDITS)

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### Introduction

Computer Generated Graphic Design I is the first in a sequence of computer aided graphic design courses dealing with the interaction of text and image, the fundamental components of graphic communication. The course concentrates on the use of computers to generate images appropriate for various graphic design projects by relying on drawing software. It is a working studio class.

*There will be lectures and demonstrations as well as time to work in the studio.*

*Students must have email accounts for this class. If you do not have one, create a free email account at <http://www.mail.yahoo.com/> or <http://www.hotmail.com/>.*

### Course Objectives

Upon completion of this course and within the limitations of an introductory course, students will be able to:

- Develop a working knowledge of the tools and technologies of certain Graphic Design practices, particularly the use the Corel Draw software.
- Assess when and how technology should be used to execute Graphic Design projects demonstrating both technological skills and personal artistic vision
- Appreciate computer generated works of art

### Course Content:

The following is a generalized scheme, and not necessarily in the order given. Topics include, but are not limited to:

Topic	Quizzes /Exams	Projects	Tutorials
1 Basics of Corel Draw			<ul style="list-style-type: none"><li>• The Environment</li><li>• Creating a new CorelDraw document Specifying the dimensions of a page</li><li>• Modifying the background colour of a graphics page</li><li>• Saving a graphics document</li><li>• Opening an existing graphics page</li><li>• Working with multiple graphics pages</li></ul>

2	Working with geometrical objects		<ul style="list-style-type: none"> <li>Using the toolbox to create geometrical objects <ul style="list-style-type: none"> <li>- Creating rectangular objects</li> <li>- Creating circular objects</li> <li>- Creating polygonal objects</li> </ul> </li> <li>Using the Pick Tool <ul style="list-style-type: none"> <li>- Selecting an object</li> <li>- Transforming an object's shape</li> <li>- Rotating objects</li> <li>- Reflecting objects</li> <li>- Duplicating objects</li> <li>- Deleting objects</li> </ul> </li> <li>Using Visual Guides for precision drawing</li> <li>Distributing and organizing objects on a page</li> <li>Aligning and positioning objects on a page</li> <li>Group objects <ul style="list-style-type: none"> <li>- Using the Group command</li> <li>- Using the Combine command</li> <li>- Difference between grouping and combining objects</li> </ul> </li> <li>Partitioning an object using the Knife tool</li> <li>Using the tools Trim, Weld &amp; Intersect</li> </ul>
3	Working with colours	First Quiz	<ul style="list-style-type: none"> <li>Using Uniform Fill tool to apply a colour to an object</li> <li>Using Fountain Fill tool a two colours to a single object</li> <li>Using Pattern Fill to apply patterns to an object</li> <li>Using Texture Fill to apply a texturized colour to an object</li> </ul>
4	Modification of a geometrical object's contours		<ul style="list-style-type: none"> <li>Creating a geometrical object with borders</li> <li>Creating a geometrical object with coloured borders</li> <li>Creating a geometrical object with hairline borders</li> <li>Modifying the border size of an object</li> </ul>
5	Working with curves, Bezier objects, angular and dimensional objects	First Project	<ul style="list-style-type: none"> <li>Creating curves using the Freehand tool</li> <li>Creating Bezier curves using the Bezier tool</li> <li>Modification of curves using the Shape tool</li> <li>Creating angular and dimensional objects using the Dimensional tool</li> </ul>
6	Working with Texts		<ul style="list-style-type: none"> <li>Creation of texts using the Text tool</li> <li>Formatting texts</li> <li>Using the Spelling and Grammar checking feature</li> <li>Shaping text using the Shape tool Assigning text to a path</li> <li>Creating Calligraphic Texts using the Artistic Media tool</li> </ul>
7	Using CorelDraw Basic Effects		<ul style="list-style-type: none"> <li>Using the Interactive Mesh tool to apply multiple colours to an object</li> <li>Using the Interactive Blend tool to apply gradient fill to an object</li> <li>Creating objects with transparent colours</li> <li>Creating objects' Shadow using the Interactive Drop Shadow tool</li> <li>Converting 2D objects to 3D objects Distorting geometrical objects to create non-regular object</li> <li>Modifying the geometrical attributes of objects to create new objects</li> </ul>

8	Setting up graphics for printing	Second Project	<ul style="list-style-type: none"> <li>• Colour palettes available in CorelDraw <ul style="list-style-type: none"> <li>- The RGB palette</li> <li>- The CMYK palette</li> <li>- Factors to consider before using RGB or CMYK</li> </ul> </li> <li>• Setting up graphics for press printing</li> </ul>
9	Online projects:	Second Quiz	<p><i>The following and many other sites would be visited:</i></p> <ul style="list-style-type: none"> <li>• <a href="http://www.walkerart.org/archive/7/B1739D260AB12D076164.htm">http://www.walkerart.org/archive/7/B1739D260AB12D076164.htm</a></li> <li>• <a href="http://www.diacenter.org/simmons/intro.html">http://www.diacenter.org/simmons/intro.html</a></li> <li>• <a href="http://moca.virtual.museum/">http://moca.virtual.museum/</a></li> <li>• <a href="http://www.theartgallery.com.au/RaymondUhlig/">http://www.theartgallery.com.au/RaymondUhlig/</a></li> <li>• <a href="http://gallery.sjsu.edu/">http://gallery.sjsu.edu/</a></li> <li>• <a href="http://dam.org/intro.htm">http://dam.org/intro.htm</a></li> </ul>
10	Roundup		
11		End of Semester Exams	End of Semester project

#### Required Materials:

- A computer
- A (not less than) 250MB capacity flash drive

#### References

1. Cotton, Bob & Oliver, R (1993). *Understanding Hypermedia*. London: Phaidon Press Ltd.
2. Lathrop, Olin (1997). *The Way Computer Graphics Works*. Canada: John Wiley & Sons Inc
3. deGraft-Yankson, P (2006). *A Basic Handbook on ICT for Visual Art*. Accra: Black Mask Ltd
4. Wilson, Stephen (1995). *Using Computers to Create Art*. San Francisco: Prentice Hall
5. Wislon, Stephen (2002). *Information Arts: Intersection of Arts, Science and Technology*. San Francisco: MIT Pres
6. Any available book on Computer Graphics